



YORVIING'S SORCEROUS GRIMOIRE: CHILDREN OF THE EARTH

D&D HOMEBREW

A supplementary compendium for sorcerers whose magic originates from the lands and depths of the world for the world's greatest roleplaying game

INTRODUCTION

The powers that sorcerers wield can both originate from and manifest themselves in a variety of ways. From the raw strength of storms to the almighty power of dragons, sorcerers are some of the most unique magic wielders of the land.

This compendium is meant to provide several additional options for sorcerers in the vein of earth-themed origins. Sorcerers made from this compendium are those that have strong connections to crystals, sand, earth, metal, and volcanoes, maintaining control over these aspects of the earth itself.

It was my intention to create the options presented in this compendium as part of a new series of sorcerous origin compendiums that will allow for more options with which to create sorcerers with. This series, called **Yorviing's Sorcerous Grimoires**, will set forth new choices to let people create sorcerers that will fill a certain niche, build, or character type that they may have had trouble with creating prior.

So please, without further ado, I hope that you find much fun, excitement, and ideas within this, the first installment of **Yorviing's Sorcerous Grimoires, *Children of the Earth***.

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NOTES TO DM'S AND PLAYERS

The sorcerer subclasses presented in this compendium are rather niche ones, to be sure. Additionally, they are presented as being a tad stronger than base subclasses. The reason for this is to add a bit more 'umph' to the sorcerer class (because who doesn't like feeling a bit powered here and there, as well as having a few more spells and abilities at your disposal?)

However, that is not to say that these subclass options are meant to be overpowered. My two main purposes for the routes that I went with in creating these were the following:

- Allowing for an extended spell list for sorcerers. This is due to the fact that it makes more sense for a sorcerer who, say, wields lightning, to know some lightning spells by default. The same can be said for fire, earth, etc etc.
- Allowing for some additional abilities and features that make sense for the subclass, for both in and out of combat. These can be environmental adaptations, body enhancements, or tools for special interactions.

DM's, feel free to edit or modify any of these subclasses to fit your player, campaign setting, or house rules. Again, these are meant just for fun and to have additional options available. So please, have fun!

SORCEROUS ORIGIN: CRYSTALLINE BEING

There exist those sorcerers who maintain power from the very earth beneath them, bending metal or stone to their will. However, there is an even more rare type of earth magic that revolves around the manipulation and use of crystals. Crystals are used in various methods throughout the world, from such properties as healing, electricity, ice, or divining.

Perhaps you came in contact with a crystal filled with volatile magic, or you were born underground, surrounded by a crystal vein that lies dormant in the earth. Whatever the reason, your power over earth and crystal is a rare and incredible form of magic.

CRYSTALLING BEING QUIRKS

d6 Quirks

- 1 One can never have enough gems in their possession.
- 2 Your eyes, fur, skin, wings, horns, or teeth appear as if they are crystalized, and are shiny in color.
- 3 The study of rocks and precious stones is not taken seriously enough, in your opinion.
- 4 Your skin is hard to the touch, and may have clusters of crystal growing out of you.
- 5 The shinier something is, the more valuable it is worth.
- 6 You tend to preserve small objects in crystal for safekeeping, for personal or monetary reasons.

CRYSTALLINE BEING FEATURES

Sorcerer Level Feature

1st	Crystalized Body, Gem Knowledge
6th	Crystal Healing
14th	Shard Emergence
18th	Crystalline Form

MAGIC OF TIMELESS CRYSTALS

Your connection to crystals gives you the option to learn some non-sorcerer spells that focus on healing, electricity, ice, divining, and earthen properties. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>cure wounds</i>
3rd	<i>augury</i>
5th	<i>call lightning</i>
7th	<i>ice storm</i>
9th	<i>greater restoration</i>
11th	<i>*bones of the earth**</i>

(*this spell changes the columns to be made of crystal instead of stone)

CRYSTALIZED BODY

At 1st level, your skin has hardened to endure attacks against you. As a reaction to taking damage, you can reduce the damage taken by an amount equal to half your sorcerer level (rounded up) plus your Charisma modifier as crystals suddenly grow on the part of your body that was hit. You can use this feature a number of times equal to your Charisma modifier per long rest.

GEM KNOWLEDGE

Beginning at 1st level, you have learned how to easily salvage for crystals. You learn the *mold earth* cantrip, and you also have advantage on Intelligence (Nature) checks that involve crystals or gems, such as identifying their worth, uses, and where they can be found.

You also have learned how to preserve small items in crystal. Choose one object that can fit inside of a space up to a 1 foot cube to encase it in crystal. When you encase an object in this way, it has an AC of 10 and has hit points equal to your Charisma modifier. Should the encased object be reduced to 0 hit points, the crystal casing around it shatters, though the object remains intact. You can create a number of these equal to your Charisma modifier per long rest, and this effect lasts until you dispel it, or until it is shattered.

CRYSTAL HEALING

By 6th level, you can create crystals that aid in healing. Once per long rest, you can spend 3 sorcery points as an action to create a number of crystals equal to your Charisma modifier. Whenever you or an ally is in possession one of these crystals when receiving the benefits of a healing spell, you or your allies can use a reaction to break the crystal, regaining additional hit points equal to half your sorcerer level. You can use only one crystal once per turn.

PRISMATIC PROTECTION

At 14th level, you can summon crystals for protection. Whenever your or one of your allies within 60 feet of you that you can see are subject to an attack, you can use your reaction to summon a wall of crystal in front of you and a number of allies equal to your Charisma modifier. When you use this feature, you can reduce the damage taken by each ally by an amount equal to half your sorcerer level plus your Charisma modifier.

Once you have used this feature, you cannot use it again until you finish a short or long rest.

CRYSTALLINE FORM

By 18th level, you become immune to any spell or effect that would alter your form, and you gain immunity to the petrified condition. Additionally, as an action, you can spend 5 sorcery points to summon crystal armor around you. For 1 minute or until you are reduced to 0 hit points, you gain the following benefits:

- Your AC increases by 2, and you gain resistance to all damage except for force damage and thunder damage.
- Your Prismatic Protection feature reduces damage taken by an amount equal to your sorcerer level plus your Charisma modifier.

Once you have used this feature, you cannot do so again until you finish a long rest.

SORCEROUS ORIGIN: DEEP EARTH

Beneath the surface of the ground, there exist those who have command over stone and rock, moving within the very earth itself. These beings have incredible powers, and are often revered for their constructive abilities as they are equally feared for their potential for utter destruction. Perhaps you were born underground or at the base of a mountain, or came in contact with an immense being that lurks in the darkness of the deep earth. However you came into your power, you are an entity of the raw power of earth and stone, and as such are one of incredible earthen strength.

DEEP EARTH QUIRKS

d6 Quirks

- 1 You are always covered in some form of dirt, mud, or grime.
- 2 You have small, beady eyes, or they are almost fully closed.
- 3 Your voice is unusually deep and rough.
- 4 When trying to search for something, you often sniff or feel around for it.
- 5 You are always carrying some type of container with dirt, mud, or sand in it.
- 6 To you, having a ceiling of any kind over your head is better than an open sky.

DEEP EARTH FEATURES

Sorcerer Level Feature

1st	Cavernous Being, One of the Ground
6th	Stoneflesh
14th	Burrowing Movement
18th	Wrath of the Earth

MAGIC OF THE UNDERGROUND

Your connection to caves and the earth gives you the option to learn some non-sorcerer spells that focus on stone, rock, and shifting the earth. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>earth tremor</i>
3rd	<i>maximilian's earthen grasp</i>
5th	<i>meld into stone</i>
7th	<i>stone shape</i>
9th	<i>transmute rock</i>
11th	<i>*move earth**</i>

*You can manipulate natural stone and stone construction by spending 1 sorcery point when casting this spell

CAVERNOUS BEING

Starting at 1st level, you have become accustomed to a life underground. Your dark vision increases by 60 feet, to a maximum of 120 feet, and you learn the *mold earth* cantrip. You can also speak, read, and write Terran or Undercommon.

In addition, you also cannot become lost while underground by any means, both magical and non-magical.

ONE OF THE GROUND

At 1st level, you know how to utilize the earth itself to locate people and objects. As an action, you gain tremor sense up to an area of a 15 foot cube centered on yourself, increasing to a 30 foot cube at 14th level. This effect lasts for 1 minute, and uses your action each turn it is active. Once you use this feature, you can't use it again until you finish a long rest.

STONEFLESH

By 6th level, you can move across difficult terrain made of earth or stone without expending extra movement.

In addition, you can transform your skin into stone or rock to protect your body. As a bonus action, you can spend 3 sorcery points to turn your skin to stone. For 1 minute or until you become incapacitated, you gain the following benefits:

- While not wearing armor, your AC increases by an amount equal to your Charisma modifier, though your movement speed decreases by 10 feet.
- You gain resistance to non magical slashing, bludgeoning, and piercing damage. You gain resistance to magical slashing, bludgeoning, and piercing damage at 14th level.
- Your unarmed strikes deal 1d8 plus your Charisma modifier in bludgeoning damage. This counts as magical for the purposes of overcoming resistance.
- You have disadvantage on Strength (Athletics) checks while swimming or sinking in water.

Once you have used this feature, you cannot do so again until you finish a long rest.

BURROWING MOVEMENT

At 14th level, you have gained immunity to the petrified condition. You also gain a burrowing speed up to 20 feet, and you can burrow through non-magically worked earth and stone. While doing so, you do not disturb the material you move through.

WRATH OF THE EARTH

By 18th level, you have become one with stone and the earth. You no longer can be pushed or pulled against your will, and spells you cast that deal bludgeoning damage and your unarmed strikes while your Stoneflesh feature is active deal additional damage equal to half your sorcerer level. You also have learned how to turn the power of the earth against your enemies. As an action, you can spend 5 sorcery points to cast the spell *earthquake* without concentration, and the spell's range increases to 1000 feet.



SORCEROUS ORIGIN: DUNE CHILD

To many, sands of the earth or deserts are viewed as a nuisance; it is coarse, rough, and irritating, and it gets everywhere. However you have a unique and immense power over sand, and are a perfect being for surviving the trials and mirages of the desert. Perhaps you were born amongst the dunes of an ancient desert, the magic of the sands having spoken to you. Or, you came into contact with a mirage, peculiar plant, or ancient ruin within a desert, and your magic awoke from the interaction you had with it. However your powers emerged for you, you are a valuable traveling companion and a spirit of the very desert itself.

DUNE CHILD QUIRKS

d6 Quirk

- 1 You always seem to have parts of you that are covered in a thin layer of sand.
- 2 It is shameful to waste any form of resource, especially necessities.
- 3 Scales, small spikes, or rough hide might be covering your skin.
- 4 You never go on any journey without the right supplies.
- 5 Sweat is something you have never had to deal with.
- 6 You always carry some container filled with sand or dirt.

DUNE CHILD FEATURES

Sorcerer Level Feature

1st	One of the Desert, Magic of the Dunes
6th	Shield of the Sands
14th	Illusions of the Waste
18th	Master of the Desolation

MAGIC OF THE DESERTS

Your connection to sand and the desert gives you the option to learn some non-sorcerer spells that focus on sand, survival, and illusions. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>goodberry</i>
3rd	<i>locate animals and plants</i>
5th	<i>create food and water</i>
7th	<i>hallucinatory terrain</i>
9th	<i>seeming</i>
11th	<i>programmed illusion</i>

ONE OF THE DESERT

Beginning at 1st level, you have become accustomed to the extreme conditions and landscapes of the deserts. You gain proficiency in the Survival skill. You're also naturally adapted to hot climates, as described in chapter 5 of the Dungeon Master's Guide. Additionally, you ignore difficult terrain caused by deserts or pits of sand.

MAGIC OF THE DUNES

At 1st level, your familiarity with the desert sands has allowed you to learn when to alter it, and when to know if the heat is playing tricks with your mind. You learn the *gust of wind* cantrip, and you have advantage on Wisdom (Perception) and Intelligence (Arcana) checks made to identify illusions.

SHIELD OF THE SANDS

By 6th level, you have acclimated to the heats of the desert, as well as the venomous animals and poisonous plants that reside within it. You gain resistance to fire and poison damage.

Additionally, you may call upon the sands of the desert to shield you from incoming blows. As an action, you can spend 3 sorcery points to create a magical shield of swirling sand on yourself that lasts until you finish a long rest. The sand shield has hit points equal to twice your sorcerer level. Whenever you take damage, the sand shield takes the damage instead. If this damage reduces the ward to 0 hit points, you take any remaining damage.

While the sand shield has 0 hit points, it can't absorb damage, but its magic remains. On your turn, if you spend no movement and stand on ground composed of sand, dirt, or loose stone, the sand shield regains a number of hit points equal to half your sorcerer level.

Once you create the sand shield, you can't create it again until you finish a long rest.

ILLUSIONS OF THE WASTE

At 14th level, you are familiar with the mirages of the desert, as well as knowing how to use illusions to aid you. You have advantage on saving throws against illusion spells.

Additionally, once per long rest you may cast the spell *blur* or *mirror image* without requiring concentration.

MASTER OF THE DESOLATION

By 18th level, the heats and poisons of the desert no longer affect you, and you are immune to fire and poison damage.

Additionally, you have garnered mastery over the desert, allowing you to call upon its strength anywhere. As an action, you can spend 5 sorcery points to create a sandstorm in a 30 foot radius sphere centered on you, and it moves with you. While this sandstorm is active, creatures caught within the affected area take fire damage equal to half your sorcerer level, and their movement speed is reduced by half. Additionally, creatures within the affected area have disadvantage on saving throws made to resist illusion spells that you cast.

Once you have used this feature, you cannot do so again until you finish a long rest.

SORCEROUS ORIGIN: IRONBORN

Your innate magic comes a connection to the magic of elemental earth. Perhaps your lineage can be traced back to some being from the Plane of Earth, or perhaps your ancestor or even yourself may have gained the favor of a powerful being from deep within the earth.

However, whereas some sorcerers with this magical link have command over stone and rock, your magic gives you additional power over metals, such as iron and steel. This magical command over metal lends you to being a tough being, and many fear your iron will and your metallic magic, almost as if you are a construct yourself.

IRONBORN QUIRKS

d6 Quirk

- 1 Your skin and eyes seem to shine like polished metal.
- 2 You swear that you hear melodies when metal clashes against metal.
- 3 You fear being in the rain for long for fear of rusting.
- 4 You barely bleed, even when badly injured.
- 5 You are afraid of swimming for fear of drowning.
- 6 You love being in the fray as the clash of weapons seems to soothe you.

IRONBORN FEATURES

Sorcerer Level	Feature
1st	Metalwork Body, Constructed Nature
6th	Steel Skin
14th	Forged Will
18th	Dreadnaught

MAGIC OF IRON VEINS

Your affinity for earth and metal gives you the option to learn some non-sorcerer spells that focus on metals and stone. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>absorb elements</i>
3rd	<i>cloud of daggers</i>
5th	<i>erupting earth</i>
7th	<i>stone shape</i>
9th	<i>steel wind strike</i>
11th	<i>tenser's transformation</i>

METALWORK BODY

At 1st level, the flow of magic throughout your body has enhanced your constitution. Your hit point maximum increases by 1 and increases by 1 again whenever you gain a level in this class.

Additionally, your skin's durability is as strong as metal. When you aren't wearing armor, your AC equals 13 + your Strength modifier.

IRON-WROUGHT

At 1st level, the metallic nature of your body grants you the ability to fight like a battering ram. Your unarmed attacks deal 1d4 damage + your Charisma modifier. This increases to 1d6 at 6th level, 1d8 at 14th level, and 1d10 at 18th level. You also gain proficiency in two metal weapons of your choice.

You also learn the *thaumaturgy* cantrip, and it does not count towards the total number of cantrips you know.

STEEL SKIN

Starting at 6th level, you gain resistance to non magical slashing and piercing damage.

In addition, whenever you cast a spell that deals bludgeoning, slashing, or piercing damage, you can add your Charisma modifier to the damage roll.

METALLIC AFFINITY

By 6th level, your connection to metal has increased. As a bonus action, you can pinpoint, by scent, the location of precious metals and ores, such as coins and iron, within 60 feet of you.

FORGED WILL

By 14th level, you gain immunity to any spell or effect that would alter your form. In addition, your metal body has enhanced itself to protect you from outside forces. You have advantage on checks and saving throws to avoid being pushed or knocked prone.

DREADNAUGHT

At 18th level, your body has become as strong iron. You gain resistance to damage dealt by magical weapons, and you are immune to disease.

In addition, you may spend 6 sorcery points to encase your body in powerful metal for up to 1 minute. While in this form, you gain the following benefits:

- You have advantage on Strength checks and Strength saving throws
- You are immune to the frightened and petrified conditions
- You are immune to the spell *heat metal*
- The area within a 10 foot radius around you is considered difficult terrain, and any creature who ends their turn within this area must make a Strength saving throw against your spell save DC or be knocked prone until the start of their next turn. This effect moves with you while this feature is active

Once you use this feature, you can't use it again until you finish a long rest.

SORCEROUS ORIGIN: VOLCANIC ONE

Of all of the earth's natural features, few are as feared as that of the volcano: fire, ash, and soaring chunks of molten rock that cloud the sky cause mayhem and utter devastation to those caught in its range. To witness one erupt is a frightening force to witness, yet to encounter one who can harness the power of one is even more disturbing. You are such a being, capable of wielding the fire and ash of a volcano. Perhaps you were found amongst the smoldering ruins of a place wrecked from volcanic destruction, or blessed by a being from the Elemental Plane of Fire or Earth. Regardless of how it came to be, you are a one with the raw power of the volcano.

VOLCANIC ONE QUIRKS

d6 Quirk

- 1 Though you are slow to anger, you are a force to be reckoned with when you are.
- 2 Your skin is hot to the touch, and has burn marks in different areas, or is blackened on your hands and feet as if coated in smoke and ash.
- 3 When you breathe, thin trails of smoke come out of your mouth or nose.
- 4 You study rocks, specifically those that formed near volcanoes.
- 5 Small, dimly lit red streaks run across your body, as if revealing magma within you.
- 6 It is in nature's greatest displays of raw destruction that you find the most beauty.

VOLCANIC ONE FEATURES

Sorcerer Level	Feature
1st	Being of Smoke, Being of Fire
6th	Magma Armor
14th	Volcanic Plating
18th	Wrath of Molten Earth

MAGIC OF THE MAGMA

Your connection to lava and molten rock gives you the option to learn some non-sorcerer spells that deal with fire, rock, and ash. When your Spellcasting feature lets you learn a sorcerer spell of 1st level or higher, you gain an additional spell from the list below. These spells do not count towards the total number of spells you know, and the spells count as a sorcerer spells for you.

Sorcerer Level	Spell
1st	<i>earth tremor</i>
3rd	<i>flame blade</i>
5th	<i>meld into stone</i>
7th	<i>conjure minor elementals (fire and earth only)</i>
9th	<i>conjure elemental (fire and earth only)</i>
11th	<i>investiture of flame</i>

BEING OF SMOKE

By 1st level, you have grown accustomed to the ash and smoke of fire and volcanoes. Mundane fogs and smoke do not impose disadvantage to you on Wisdom (Perception) checks that rely on sight. You are also able to breathe smoke without suffering any penalties.

Additionally, you have learned to channel the earthen fire within you into a bellowing plume of ash. As an action, you can exhale a 15-foot cone of smoldering ash. Each creature in this area must succeed on Dexterity saving throw against your spell save DC or be blinded until the end of their next turn. You can use this feature a number of times equal to your Charisma modifier per long rest.

BEING OF FIRE

Starting at 1st level, the raw strength of the deep flames and fire beneath the earth resides strongly within you. You learn how to read, write, and speak Ignan. In addition, you learn the cantrip *control flames*, and you can cast it as a bonus action.

MAGMA ARMOR

By 6th level, your exposure to flame and earth has hardened your body. You gain resistance to fire and non-magical bludgeoning damage.

You also have learned the ability to summon a powerful coating of magma armor. As an action, you can spend 3 sorcery points to draw magma around you, shaping itself into a powerful armor, the design of which is your choosing. For 1 minute, or until you are reduced to 0 hit points or you dispel the magma armor as a bonus action, you gain the following benefits:

- Any non magical weapon made of metal that hits your magma armor corrodes, while any non magical weapon made of wood that hits your magma armor burns. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits your magma armor is destroyed after dealing damage.
- Creatures who end their turn within 10 feet of you take fire damage equal to your Charisma modifier.
- As a bonus action, you can cause the armor to flare up, shedding bright light up to 10 feet and dim light an additional 10 feet. You can end this effect at will.

VOLCANIC PLATING

By 14th level, you have become adept at using your magma armor. While it is active, you gain these additional benefits:

- Whenever you successfully hit a creature with a spell that deals fire or bludgeoning damage, you can deal additional damage of that type equal to half your sorcerer level.

- Your AC increases by 2 while you are not wearing any other armor. You can use a shield with this benefit if you are proficient with them.
- When you conjure your magma armor, the ground cracks and splits within a 15 foot radius around you, becoming difficult terrain. This effect does not move with you.

WRATH OF MOLTEN EARTH

At 18th level, you have become a force of volcanic destruction. You gain immunity to fire and non-magical bludgeoning damage. Additionally, you can summon forth the power of a volcano to fuel your fury. As an action, you can spend 5 sorcery points to cause one of the following to occur:

- Magma erupts from a point on the ground that can see within 120 feet of you, creating a 20-foot-high, 10-foot-radius geyser. Each creature in the magma geyser's area must make a Dexterity saving throw against your spell save DC, taking (8d8) fire damage on a failed save, or half as much damage on a successful one.
- A tremor shakes the ground in a 60-foot-radius around you as rocks crack and splits. Each creature other than you on the ground in that area must succeed on a Dexterity saving throw against your spell save DC or be knocked prone.
- Volcanic gases form a cloud in a 20-foot-radius sphere centered on a point that you can see within 120 feet of it. The sphere spreads around corners, and its area is lightly obscured. It lasts until initiative count 20 on the next round. Each creature that starts its turn in the cloud must succeed on a Dexterity saving throw against your spell save DC or be blinded until the end of its turn. While blinded in this way, a creature is incapacitated.



ADDITIONAL PLAYER OPTIONS: ROLL TABLES

What are sorcerers without their unique qualities? From how the world reacts to them to how they wield their magic, sorcerers have rare and incredible features that make them who they are. Below are four d6 roll tables that are geared more towards the origins presented in this compendium, and as such will focus more on aspects related to the earth, stone, etc.

However they can be used for anyone building a sorcerer, particularly if someone has a specific character or backstory in mind. Feel free to use any of these roll tables for your sorcerer! And DM's, perhaps these tables can help you in creating unique NPC's!

ADDITIONAL ARCAINE ORIGINS

Use this roll table for additional options for how your sorcerer discovered or gained their powers. What was the source? What does it tie to in the world?

d6 Arcane Origin

- 1 You were crafted out of stone, metal, sand, or crystals.
- 2 A being from the Elemental Plane of Earth raised you from birth, or blessed you with tremendous power.
- 3 Some trace of raw magic from the world's creation that had layer dormant under the earth had found its way to you, or you to it.
- 4 Your earliest memory was that of being amongst only stone, ore veins, sand, or crystals.
- 5 Trapped or lost within the caverns of the earth or a vast desert, your powers awoke from the fear, the loneliness, or trauma.
- 6 Your powers awoke from falling or being thrown into a deep, cavernous pit.

ADDITIONAL REACTIONS

Use this roll table for additional options on how the world and the people in it react to your sorcerer. Are they appalled and fearful, or are they in awe and full of praise for you and your abilities?

d6 Reaction

- 1 When you were born, the ground shook as if experiencing an earthquake.
- 2 Your magical connection to the earth and minerals has made you a reliable asset to traders, masons, and miners, and they often will seek you out.
- 3 When your powers emerged, you caused the destruction of buildings, created cave-ins, and cracked the ground below.
- 4 People see you as someone who could change the Underdark forever.
- 5 Your birth caused the metals and stone around you to levitate, melt, congeal, or change in size.
- 6 There are those who see you as almost godlike, as you can move and manipulate the very earth.

ADDITIONAL SUPERNATURAL MARKS

Use this roll table for additional options for the unique qualities that your sorcerer has that sets them apart from other wielders of magic. Is it source of pride and power, or a mark of shame that should remain hidden?

d6 Supernatural Mark

- 1 There are clusters of stone, metal, or crystals on parts of your body.
- 2 Your skin or fur almost appears as if it is constantly covered in a layer of soot or dirt.
- 3 You are far, far heavier in mass than the average person, and your body feels dense.
- 4 Your eyes, hair, teeth, nails, or even tongue have bright, metallic sheen to them.
- 5 You never seem to sweat, even when you are pushed to your physical limit.
- 6 You have wide hands, feet, and shoulders.

ADDITIONAL SIGNS OF SORCERY

Use this roll table for additional options for the effects that wielding your magic has on either you or the surrounding environment. Is your magic a telltale signal of who you are, like a trademark? Or is it something that reveals more about who you are and where your magic originates?

d6 Sign of Sorcery

- 1 When you cast a spell, the ground around you splits or quakes.
- 2 Your eyes shine and flash, as metal does when it reflects light.
- 3 The air around you smells like metals such as copper or iron, or gives off an earthy odor.
- 4 Sand, pebbles, and stones briefly rise up from the ground around you as you focus on spells.
- 5 While performing verbal components of spells, your voice echos as if shouting into a cave, or your voice has a metallic quality to it.
- 6 When you perform somatic components of spells, your arms and hands become covered in rock, metal, or crystal.

ADDITIONAL SPELLS

Below are a handful of spells that can add some extra flavor and power to your sorcerer, or even another class that the spell is available to. These spells are presented in alphabetical order by name, and will list the class availability of the spell underneath the name of the spell itself.

Feel free to have fun in building your character with these new spells!

SPELL LIST

1. Charging Landslide
2. Crystal Breath
3. Earthen Fissure
4. Earthen Spears
5. Flamethrower
6. Glass Garden
7. Material Dance
8. Metal Rain
9. Mudslide

CHARGING LANDSLIDE

(Available for druid, sorcerer)

1st-level transmutation

Casting Time: 1 action

Range: Self

Components: V, S, M (a small stone, which the spell consumes)

Duration: Instantaneous

-
You imbue yourself with the elemental power of a landslide. When you cast this spell, you hold a small stone in your hand as your body begins rapidly spinning and gathering stone and rock around you. You then move 60 feet in a straight line. If your path is blocked by a creature or object, you stop moving there and that creature or object must make a Strength saving throw or take 2d12 bludgeoning damage and be knocked prone, or half as much damage on a successful save.

CRYSTAL BREATH

(Available for druid, sorcerer, wizard)

5th level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S, M (a crystal worth at least 100 gp, which the spell consumes)

Duration: Instantaneous

-
You summon crystals to send towards your foes. As an action, you break the crystal in your hands or on the ground, sending forth a magical blast of shining energy in a 60 foot cone, causing crystals to erupt from the earth. Each creature in the area must make a Dexterity saving throw, against your spell save DC, taking 4d8 piercing damage and 4d8 force damage on a failed save and half as much on a successful one.

Creatures who fail the saving throw also have crystals begin to cover their body, and their speed is reduced by half. A creature can repeat the saving throw at the beginning of each of their turns, ending the effect on a success.

EARTHEN FISSURE

(Available for druid, ranger, sorcerer)

5th-level transmutation

Casting Time 1 action

Range: 60 feet

Components: V, S, M (a handful of dirt, sand, or mud)

Duration: 1 round

-
The user weaves a hand sign before slamming their hand into the ground to create a fissure in the earth. The fissure can be caused anywhere within 30 feet of you, and is formed in a linear style that is 60 feet long, 20 feet wide, and 20 feet deep. All creatures caught in the fissure's range must make a Dexterity saving throw against your spell save DC or fall into the fissure and take 4d8 bludgeoning damage on a failed save as the target falls into the fissure. On a successful save, the target is able to dodge the fissure.

The wall of the fissure is nearly flat with only narrow footholds, small rock outcroppings, or mangled roots to support someone climbing. Creatures attempting to climb out of the fissure must make an Athletics check against your spell save DC to climb the side of the wall. Creatures who have natural climbing speeds make this check with advantage.

Creatures who are still in the fissure when it closes just make another Dexterity saving throw, taking 4d8 bludgeoning damage on a failed save and half as much on a success as they are pushed out of the closing fissure.

EARTHEN SPEARS

(Available for druid, sorcerer, ranger, warlock, wizard)

1st-level conjuration

Casting Time: 1 action

Range: 60 feet

Components: V, S

Duration: Concentration, up to 1 minute

-
You create a small rumble beneath a creature's feet, causing six spears made of rock, metal, or crystal to quickly protrude from the ground to skewer the target. Choose a creature within range that is size Large or smaller. The creature must make a Strength saving throw against your spell save DC. On a fail, the target takes 1d10 piercing damage and is restrained. On a success, the creature takes half damage and is not restrained. The creature can use its action to repeat the saving throw, ending the spell on a success. If the creature fails the saving throw, the creature takes an additional 1d10 piercing damage and remains restrained.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d10 for each slot level above 2nd.

FLAMETHROWER

(Available for sorcerer, warlock, wizard)

3rd-level evocation

Casting Time: 1 action

Range: Self (100-foot line)

Components: V, S, M (a piece of charcoal or flint)

Duration: Instantaneous

A blast of engulfing fire erupts from you, forming a line 100 feet and 5 feet wide. Each creature in the line must make a Dexterity saving throw. A creature takes 6d6 fire damage and half as much damage on a successful one. A creature who fails their saving throw also becomes encased in flame, taking 1d6 fire damage at the beginning of their next turn.

The flames ignite flammable objects in the area that aren't being worn or carried.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher, the initial damage increases by 1d6 for each slot above 3rd.

GLASS GARDEN

(Available for sorcerer, warlock, wizard) *5th-level transmutation*

Casting Time: 1 action

Range: Self (40 feet)

Components: V, S, M (a handful of glass and a hot coal)

Duration: Concentration, up to 1 minute

You slam a hand holding the material components onto the ground. The ground in a 30-foot radius centered on you shakes before transforming into glass, and sharpened glass shards emerge, shooting upward. The area becomes difficult terrain for the duration. When a creature moves into or within the area, it takes 1d6 piercing damage for every 5 feet it travels.

As a bonus action on your turn, you can quickly extend a glass shard to pierce a creature within the affected area. The creature must make a Dexterity saving throw or be pinned by the glass, becoming restrained, and take 4d6 piercing damage.

Until the spell ends, you can direct the sharpened glass shards towards another creature in the area to attempt to restrain them as a bonus action on each of your turns. You can affect only one creature like this at a time.

MATERIAL DANCE

(Available for druid, sorcerer, wizard) *4th-level transmutation*

Casting Time: 1 action

Range: Self (90 feet)

Components: V, S

Duration: Instantaneous

Long, sharp protruding crystals or metal emerge from out of your elbows and palms as you begin to quickly spin around. You hurl yourself into a spinning dance, moving in a straight line to an unoccupied space you can see within range. Each creature within 5 feet of the line you travel must make a Dexterity saving throw, taking 4d10 slashing damage on a failed save, or half as much damage on a successful one.

METAL RAIN

(Available to sorcerer, wizard)

2nd-level conjuration

Casting Time: 1 action

Range: 90 feet

Components: V, S, M (a few drops of water and a small metal rod)

Duration: 1 minute

You summon a heavy downpour of rain composed of raw metal in a 15 foot radius cylinder within range. This cylinder is 20 feet tall and can go around corners. Creatures within the affected area take 2d6 bludgeoning damage and must make a Constitution saving throw. On a failed save, a creature is deafened by the noise. A creature who fails this save can repeat the saving throw, ending the effect on a success.

For the remainder of the duration of the spell, the metal raindrops cover the ground, making it difficult terrain. This lasts until the spell is dispelled or the spell's duration ends.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the initial damage increases by 1d6 for each slot level above 2nd.

MUDSLIDE

(Available for druid, ranger, sorcerer, wizard)

4th-level transmutation

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (A handful of mud)

Duration: Instantaneous

You slam both hands on the ground while facing your enemies, causing a mud wave to explode from the ground in a line that shoots towards them. The line travels 30 feet in the direction you are facing and has a width of 15 feet.

Each creature in the wave must make a Dexterity saving throw. A creature takes 4d6 bludgeoning damage and is knocked prone on a failed save, and half as much damage on a successful one and is not knocked prone.

This uprooting of the land turns the wave's area of effect into difficult terrain until the end of your next turn.

REFLAVORING SPELLS

Players, should you decide to create a sorcerer using any of the options presented here, particularly with spells, feel free to talk to your DM about reflavoring any of these spells or existing spells to give them a more crystal, desert, earthen, metal, or volcanic feel to them. Your DM and you can work out the appearance, flavor, and mechanics of such a change should this be an option you proceed with.

CONCLUSION

ART CREDITS

- Ice Caverns by Justinoaksford:
<https://www.deviantart.com/justinoaksford/art/Ice-Caverns-149882349>
- desert by YoBarte:
<https://www.deviantart.com/yobarte/art/desert-193062877>
- Volcano by AndreeWallin:
<https://www.deviantart.com/andreewallin/art/Volcano-99355502>
- Pyromancer by SANTTOS !:
<https://santtos.artstation.com/projects/ZdPK0>

CHANGELOG (V 1.0 TO V 1.1)

- Changed the flavor text of Crystalline Being's *Crystal Healing* feature.
- Changed the mechanics of Crystalline Being's *Prismatic Protection* ability to reduce damage taken instead of providing cover.
- Replaced one of the aspects of Crystalline Being's feature *Crystalline Form* with more damage reduction used by the *Prismatic Protection* feature instead of increasing size when pushing and pulling.
- Combined two bullet points of Crystalline Being's *Crystalline Form* feature into one bullet point.
- Rephrased Deep Earth's *Cavernous Being* feature to increase Darkvision by 60 feet, to a maximum of 120 feet.
- Changed Deep Earth's *One of the Ground* feature to consume an action every turn for tremor sense.
- Changed Deep Earth's *Stoneflesh* feature to use Charisma for unarmed strikes instead of Strength.
- Changed Deep Earth's *Stoneflesh* feature to have disadvantage on Strength (Athletics) checks while swimming and sinking, instead of not being able to swim at all.
- Changed Deep Earth's *Wrath of the Earth* feature to include the additional damage on unarmed strikes as well while the *Stoneflesh* feature is active.
- Changed Dune Child's *One of the Desert* feature to include ignoring difficult terrain caused by deserts or pits of sand.
- Changed Dune Child's *Magic of the Dunes* feature to gain the *gust of wind* cantrip instead of *mold earth*.
- Changed Dune Child's 9th level spell gained from *wall of stone* to *seeming*.
- Changed Dune Child's *Master of the Desolation* feature to instead have a firestorm instead of a pit of quicksand*.
- Changed Ironborn's *Iron-Wrought* feature to use Charisma instead of Strength for unarmed attacks.
- Changed Ironborn's *Steel Skin* feature to include dealing additional damage on spell attacks that deal bludgeoning, slashing, or piercing damage.
- Changed Ironborn's *Dreadnaught* feature to gain resistance to damage dealt by magical weapons, instead of immunity to slashing, piercing, and bludgeoning damage.
- Changed Volcanic One's *Call of the Molten Earth*'s name to *Wrath of Molten Earth*
- Changed Volcanic One's *Wrath of Molten Earth* feature to increase the radius of the magma geyser to 10 feet instead of 5.
- Changed the spell *earthen fissure* to only last for 1 round.

- Changed the spell *metal rain* to deal 2d6 damage instead of 2d8.

LEGAL INFORMATION

This Homebrew material is to supplement Dungeons and Dragons 5th Edition.

Sorcerer as a class was created by Wizards of the Coast
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